





DELTA





REPICTOS CONFERENCIA
INTERNAZIONALE









In this stage camera evolves, becomes freer and freer and more poetic and starts to kind of loose axis and get us into a more dreamlike universe: it is not a surreal moment but a boost of the metaphor to its greatest extent. It will not be clear that we are actually in a kind of a limbo but it will not be clear either that we are in the bathroom either: there will be a connection between these two, bathroom and “limbo”, where the “limbo” works as a dreamy, sensorial extension of the bathroom itself.

I cannot help but remember Apple’s spots (Airpods ones and specially music related ones) where this takes place, like the one where the guy starts to walk through walls and loses the force of gravity is left behind. I think we don’t need to get this far, specially in the treatment of our character, but camera can gain this freedom and relate it to our hero.

“LIMBO” SENSATION

NOT UNQUESTIONABLY IN THE BATHROOM, NOT UNQUESTIONABLY OUT OF IT

